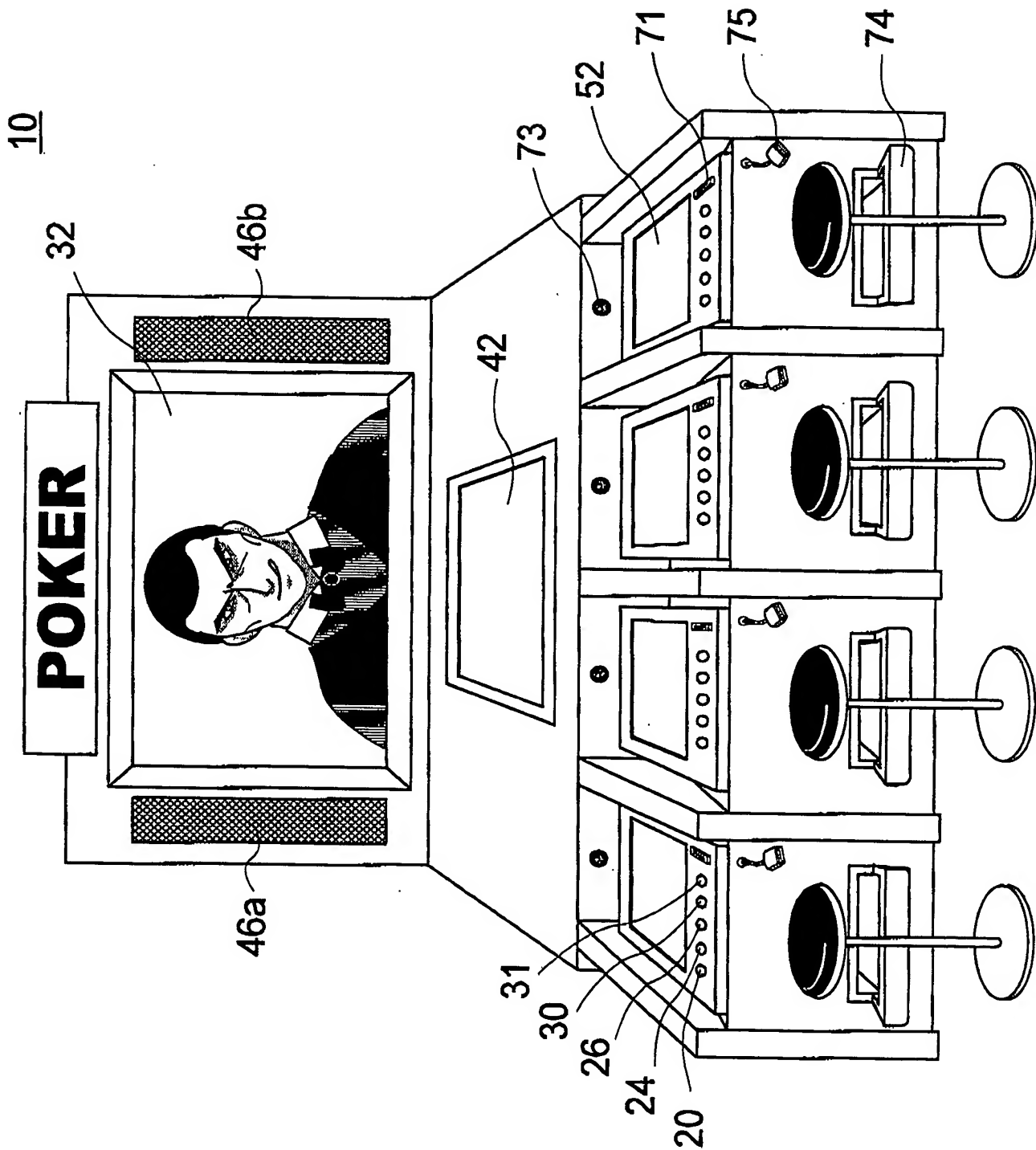
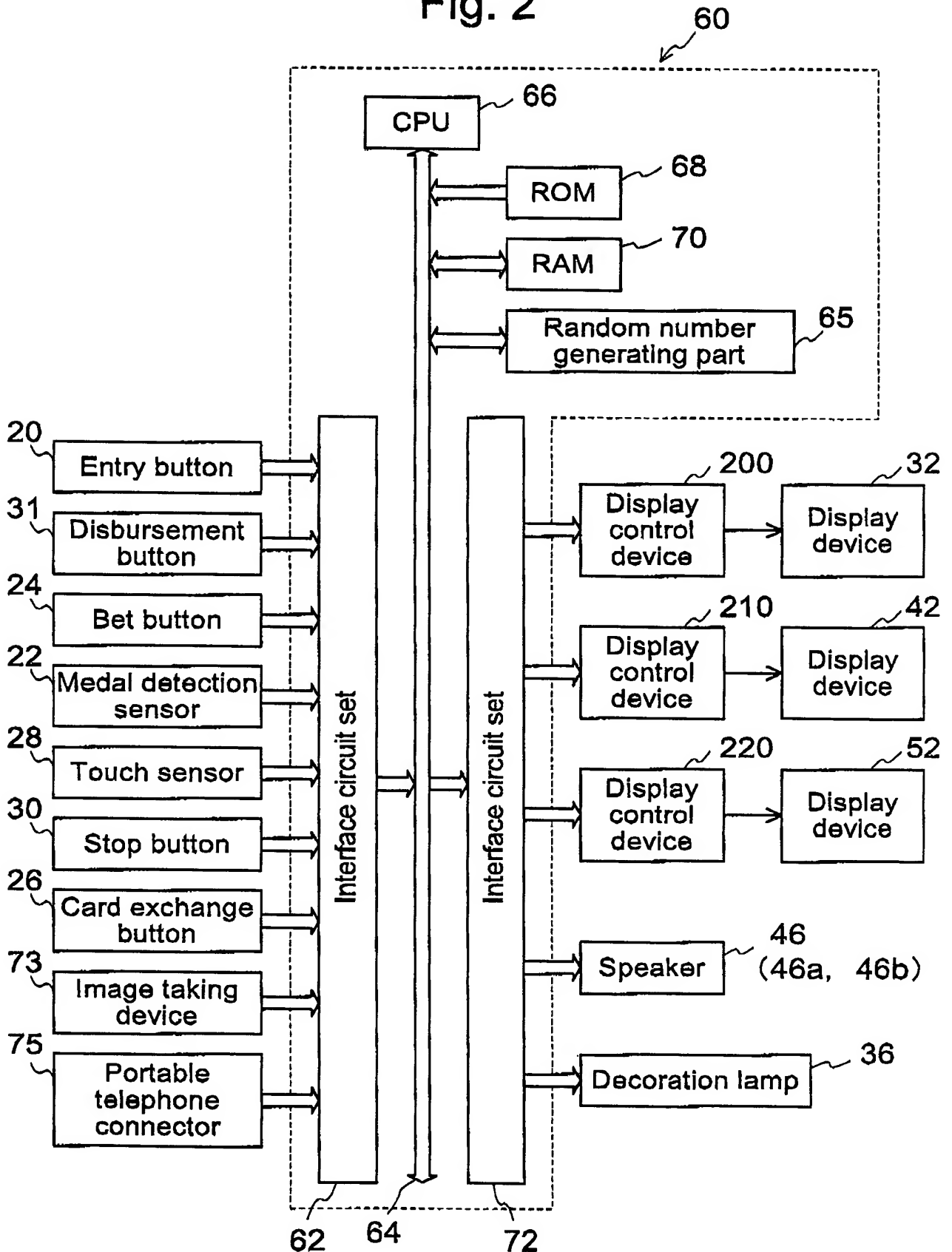


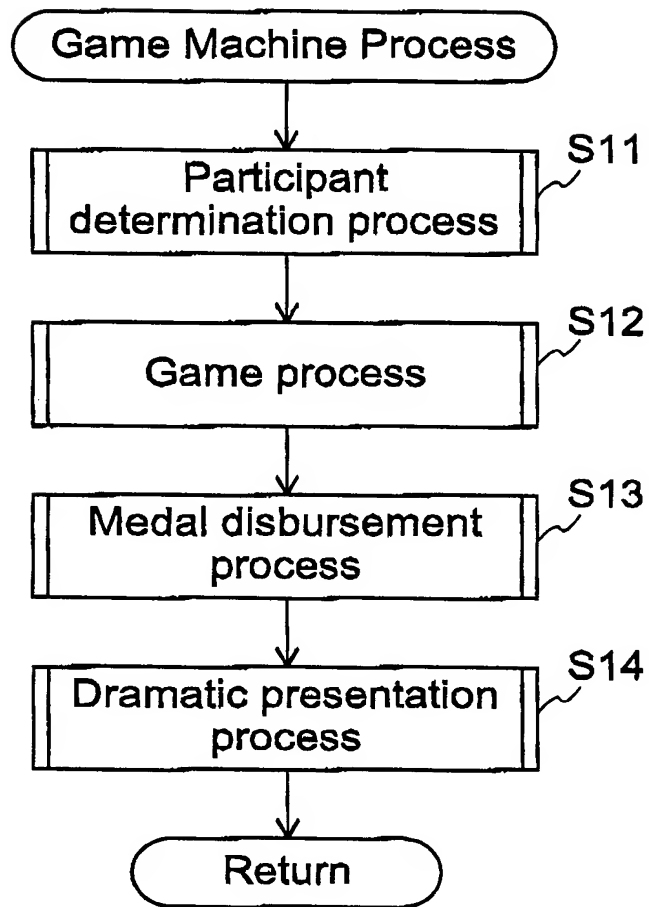
Fig. 1



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Fig. 2

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Fig. 3



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Fig. 4

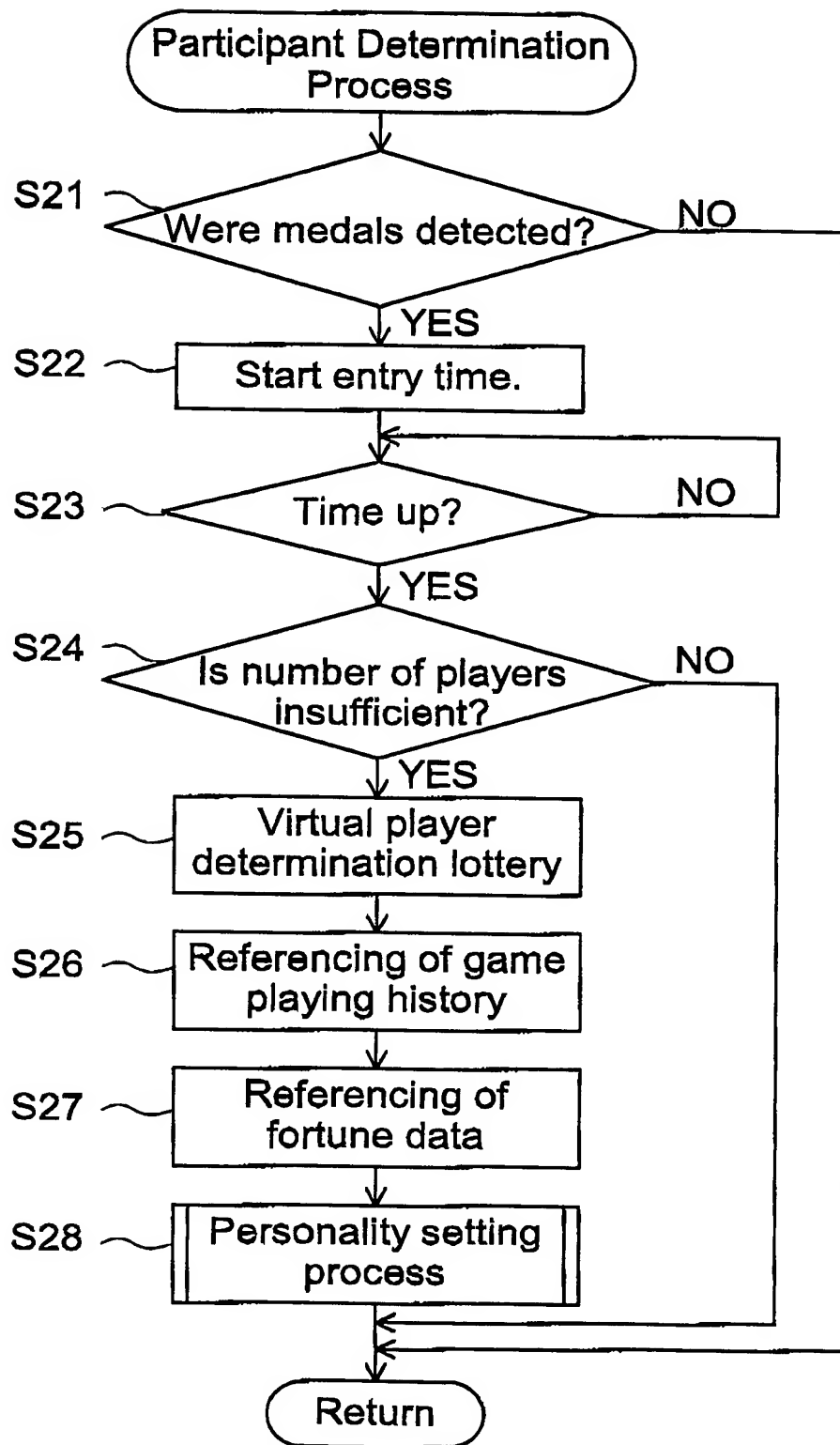
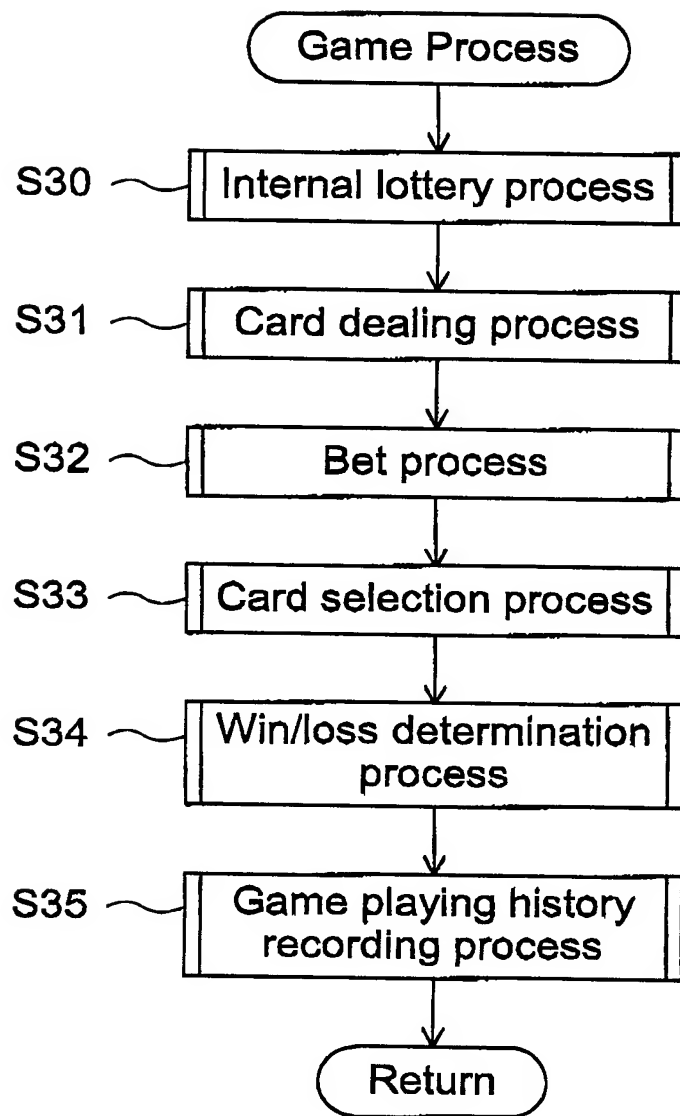


Fig. 5

Virtual player	Basic personality	Degree as a gambler	Acting ability	Learning ability	Emotional stability	Circumstance ascertaining ability
A	Aggressive	5	4	3	2	3
B	Sly	4	5	4	4	4
C	Honest	4	1	4	1	3
D	Wise	3	3	5	4	5

Fig. 6



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Fig. 7

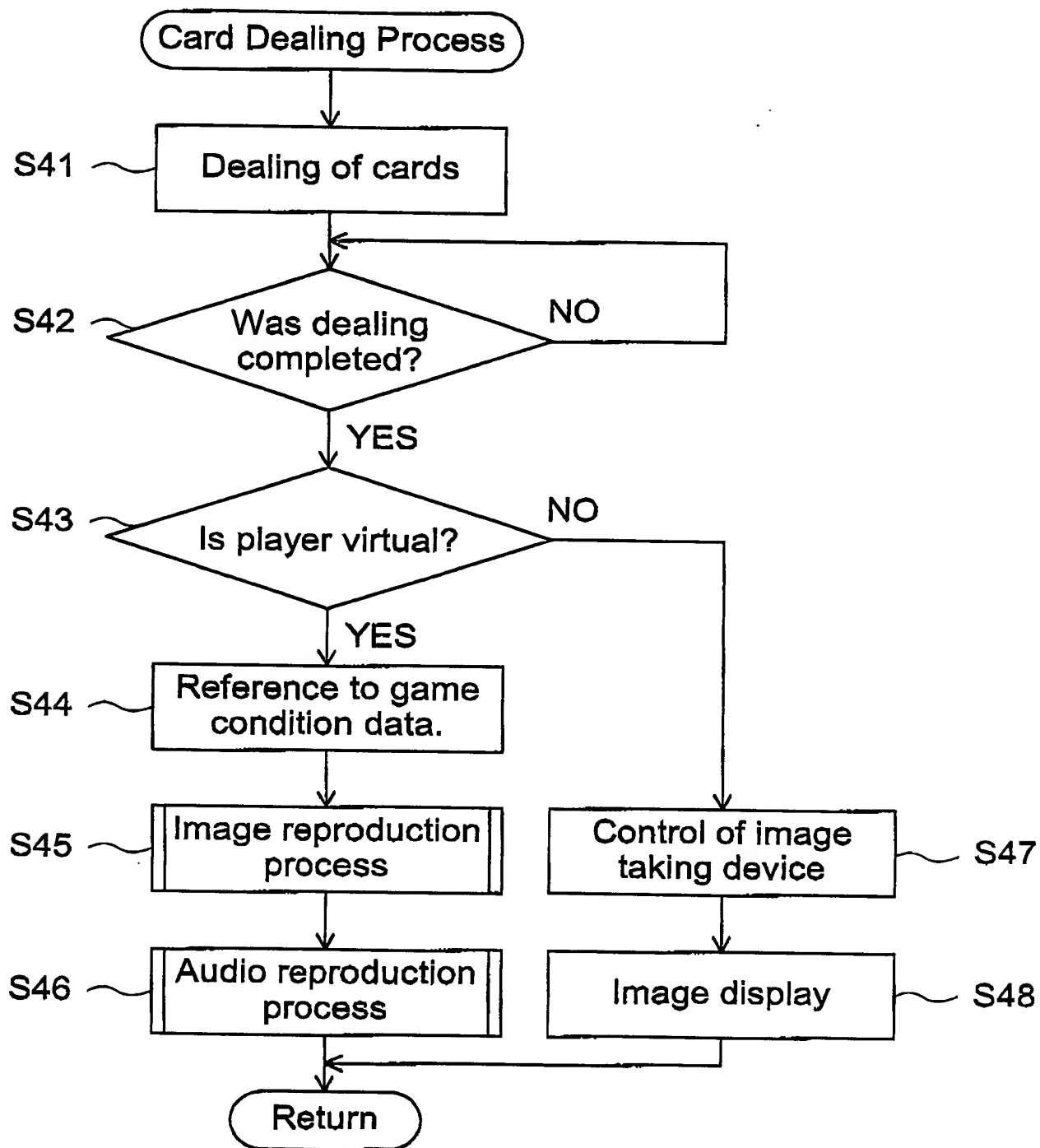


Fig. 8 A

Player	Order of entry	Number of times of betting (times)	Betted quantity (medals)	Average betting time (s)	Number of wins
E	4	3	14	3	3
F	1	1	4	10	1
G	3	3	14	8	7
H	2	2	8	6	4

Fig. 8 B

Player	Carefulness	Degree of gambler	Decisiveness	Gaming strength	Continuation
E	2	5	5	3	1
F	5	2	2	2	0
G	3	4	3	5	1
H	4	3	4	4	0



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Fig. 9 A

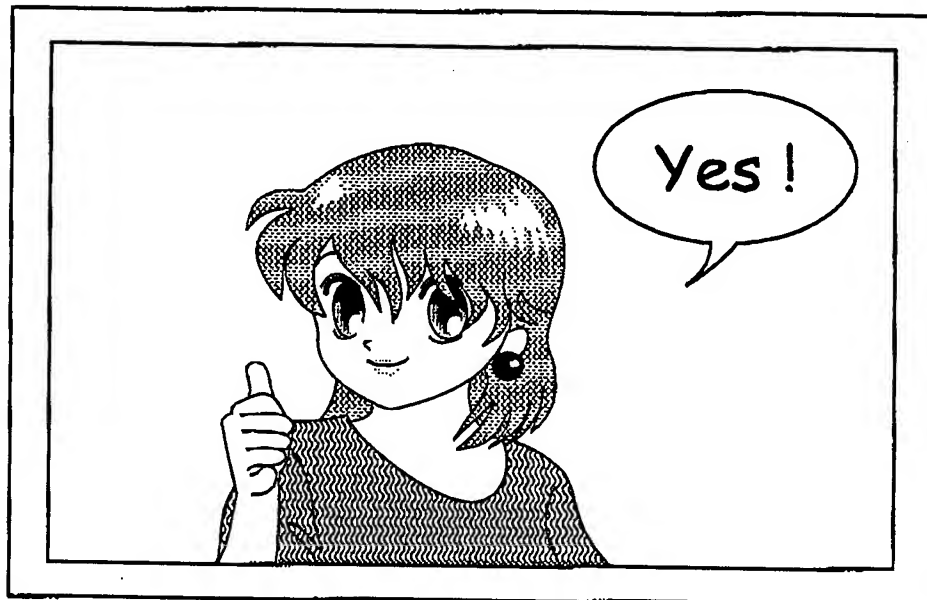


Fig. 9 B



Fig. 10

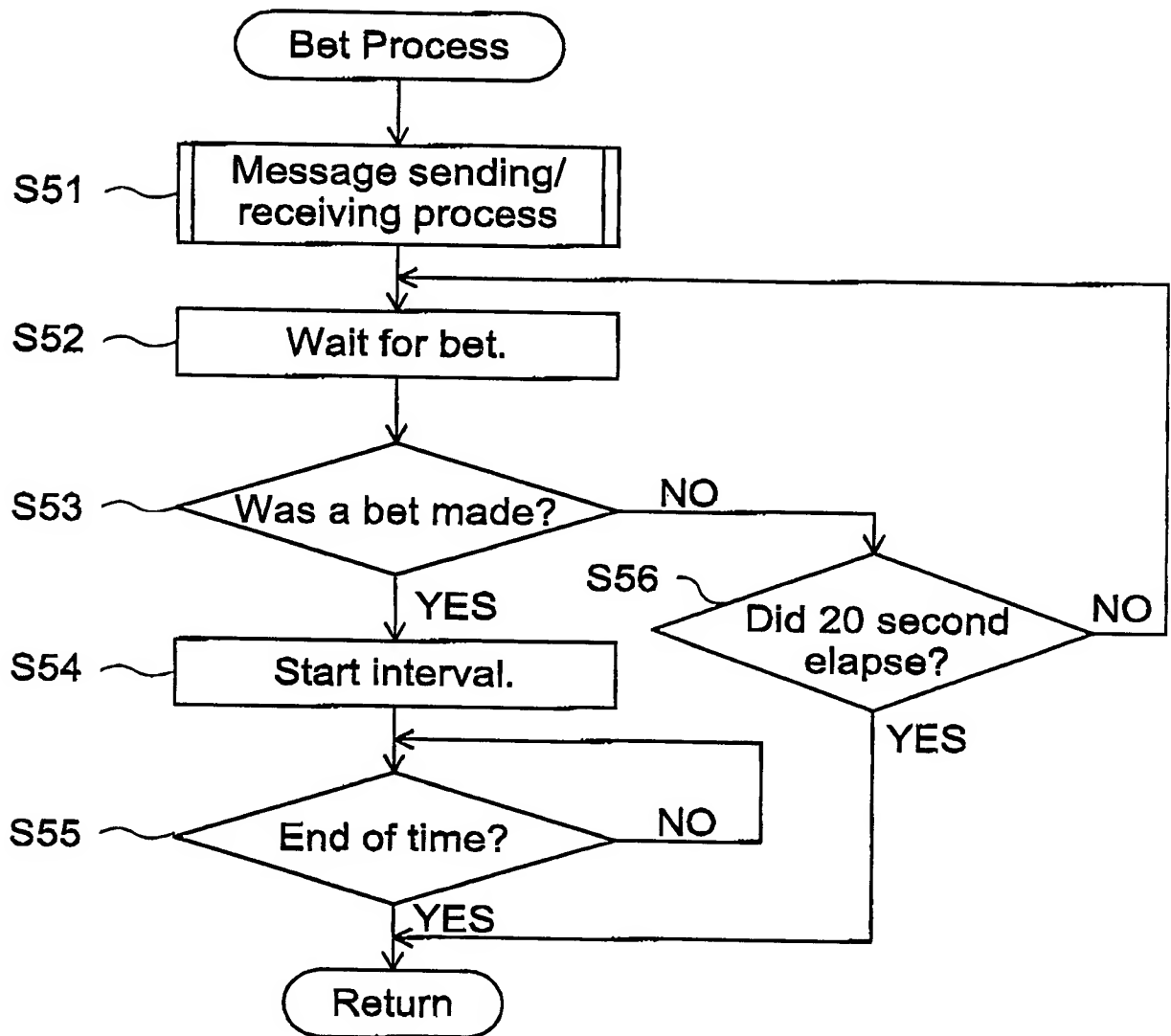


Fig. 11

